



The Gremlins are back, and they're severely annoyed at the treatment they got in their first outing.

Based on the successful film, Gremlins II stars that lovable fellow Gizmo - the fluffy hero of the adventure, and the sworn enemy (and the mother/father!) of the diabolical Gremlins.

Gizmo wanders around the complex of buildings, zapping baddies and evading death and capture. Apart from monsters, yawning chasms and floating platforms present the hairy hero with obstacles that only his skill at leaping can overcome.

When foes are slain, coins are released for Giz to collect. At intermittent points, a shop appears run by an elderly Chinese gentleman, offering the character the chance to purchase extra health, lives, and power-ups. Only one item can be bought on each level, so careful choosing is the order of the day.

Gizmo's weapon has a limited range, but special tokens give bonus effects: light bulbs act as smart bombs, destroying everything on screen. Gizmo's task is of course to eliminate all the gremlins and their evil henchmen, and free the humans from the horror that has been unwittingly released.

DOUBLE TROUBLE

The original Gremlins film told the story of a hapless inventor who, being stuck for a Christmas present for his son, stumbles across a small Chinese shop stocked with a variety of wondrous goods. He buys a strange creature called a Mogwai, and is given a set of strict instructions as to its keep: no feeding after midnight, no exposure to bright lights, and no contact with water. Of course, these restrictions aren't obeyed, causing mass damage by the unleashed Gremlins. The second film starts after Gizmo has been returned. However, his master dies, and Gizmo escapes. Then some unscrupulous scientists get their hands on him, and subject the poor thing to evil experiments until Billy finds and rescues him. However, due to inadequate protection, Gizmo gets soaked again, unleashing the dreaded gremlins.....



GREMLINS

THE MEAN MACHINES ARCHIVE

THE NEW BAT



▲ Gizmo checks his goodie bag.



▲ Entering the shop gives Gizzy the chance to stock up

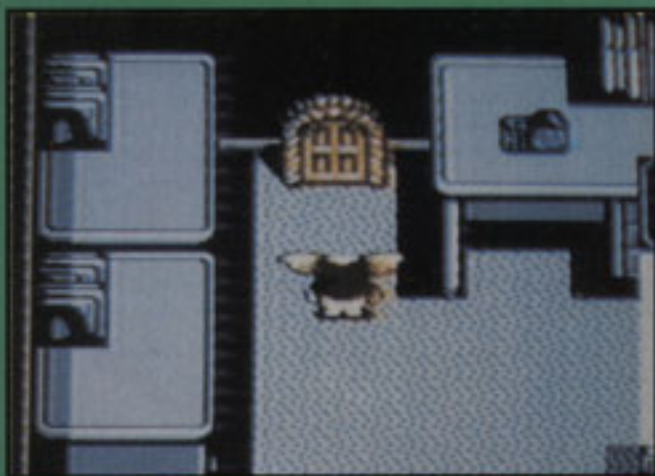


COMMENT

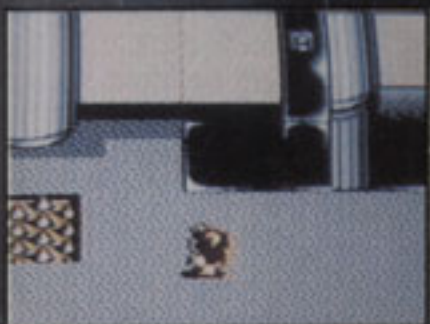
Lordy, a good license for a film sequel! What ever next? Seriously, Gremlins II is a great game, packed with humour and fun throughout. The developers have worked hard at getting the most out of the graphics, making them as accurate and detailed as possible (although it can be tricky at first to judge jumps). The sound is incredible: extra chips have been used to make the music and effects top

MATT

notch, adding enormously to the appeal of the game. As for the playability, it's of a very high standard, and always fun, with the difficulty pitched so that everyone can progress at first, but later levels can only be passed by skill and practice. The later levels are my favourites, as the difficulty is matched by the increased fun - but the Gremlins themselves are tough opponents!



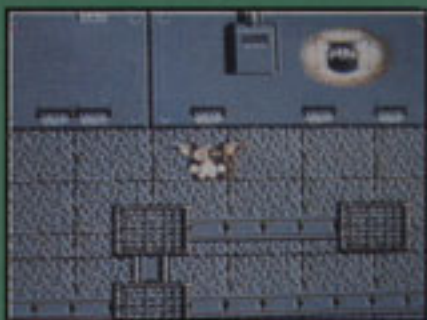
▲ The doorway marks the entrance to the item shop.



◀ The darkened corridors contain many dangers and one scared mogwai.



▼ Watch out for the spikes!



▼ Preparing for the big leap

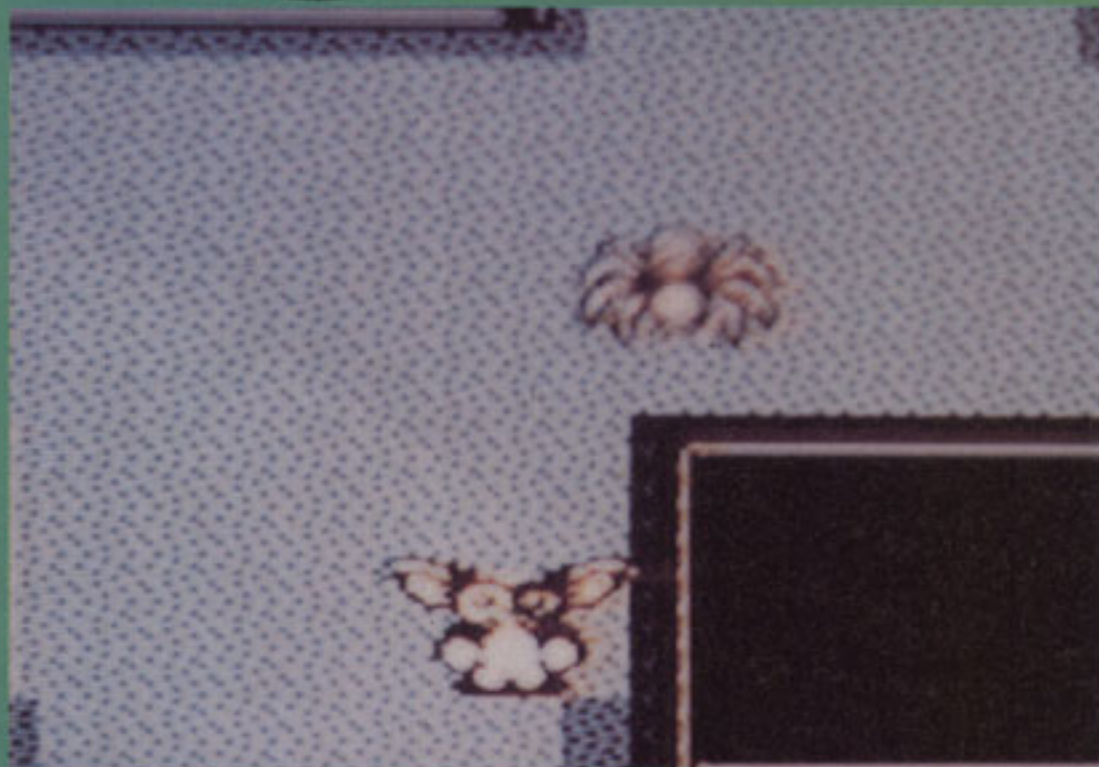
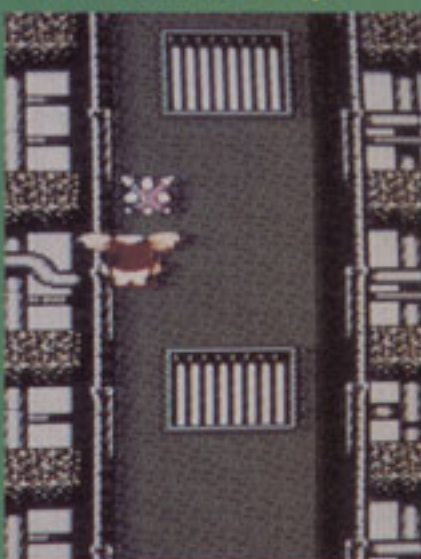




TRIPPING THE LIGHT FANTASTIC

As everyone knows, gremlins can't stand bright light. Therefore Gizmo's weapons are light sources that send out bright flashes and zap the nasties. Occasionally light bulbs appear that act as smart bombs, destroying everything on screen - so careful timing is needed to use them to full effect. Matches are also useful as weapons, and sending those warped Gremlins running for cover is the Mogwai's aim - get flashing!

▼ A mine blocks the way.



▲ A few blasts will split the spider into two smaller ones!

COMMENT

i didn't think that the Gremlins II film would make ideal console game material, but I was pleasantly surprised when this came into the office. It's a sort of Mogwai meets Commando, with Gizmo wandering around the scrolling screen shooting the shinola out of all the evil Gremlins. The graphics are great, with the cute button on maximum, and some of the

JULIAN animated intermission screens are incredible - easily the most impressive I've seen on the Nintendo. Although it's not the most original game concept in the world, it's brilliantly done to make it thoroughly enjoyable and very addictive. It's quite tough, although there are unlimited continues which help you get far into the action very quickly - my advice is not to use them and you'll get even more lasting appeal out of the game!



BY: NINTENDO

PRICE: £34.99

RELEASE DATE: APRIL

GAME DIFFICULTY: EASY

LIVES: 3

CONTINUES: UNLIMITED

SKILL LEVELS: 1

RESPONSIVENESS: GOOD



PRESENTATION 94%

Cartoon-style sequences are present throughout the game, adding loads of atmosphere.

GRAPHICS 93%

Large sprites and detailed backgrounds make good use of the Nintendo's capabilities.

SOUND 88%

The theme tune and spot effects are great, creating atmospheric gameplay.

PLAYABILITY 91%

Plenty of levels and a varied challenge combined with lots of fun make Gremlins II a winner.

LASTABILITY 82%

Unlike so many other games around at the moment, this one will run and run.

OVERALL 87%

An interesting variant on the standard platform game which comes highly recommended.